START ASSIGNMENT 1
The Six Million Dollar Man is sent into space to rescue a stranded astronaut for NASA.
SECURE FAULTY HATCH
lose 1 turn or 2 cards
PERFECT LAUNCH
move ahead 5 spaces
REPAIR STARBOARD ROCKET
lose 1 turn or 2 cards
FORCE ENTRY TO STRANDED SPACE SHIP
lose 2 cards
SPLASH DOWN
spin 5 or more to move to assignment 2
START ASSIGNMENT 2
CIA tries to prevent a nuclear blackmail attempt with the help of the Six Million Dollar Man.
BIONIC MAL-FUNCTION
restart at assignment 2
CLEAR AWAY ROCK SLIDE
lose 1 turn or 2 cards
DISARM NUCLEAR WARHEAD
lose 2 cards
BENDIS, BARS TO ESCAPE FROM CELL
lose 1 turn or 2 cards
SECURITY SENSORS TRIGGERED
lose 1 turn or 2 cards
REPAIR WIRE MADE OF LETO
spin 4 or more to assignment 3
BIONIC LEG DAMAGED IN ESCAPING
lose 2 cards
START ASSIGNMENT 3
SCOTTLAND YARD uses the Six Million Dollar Man to knock out an International Crime Ring.
OVERPOWER SECURITY FORCE
lose 2 cards
JUMP OVER HIGH VOLTAGE FENCE
lose 1 turn or 2 cards
OVERLOAD MAIN GENERATOR
lose 1 turn or 2 cards
BREAK THROUGH WALL TO ESCAPE
spin 4 or more to move to assignment 4
START ASSIGNMENT 4
The Six Million Dollar Man is used by the Defense Department to locate an underwater missile network.
OXYGEN SUPPLY CUT OFF
lose 2 cards
LOOSE WIRE IN POWER PACK
lose 1 turn or 2 cards
CAUGHT IN FISH NET
lose 1 turn or 2 cards
BIONIC EYE FINDS MISSILES
lose 1 turn or 2 cards
ASSIGNMENT COMPLETED
spin 5 or more, return to Bionic research lab
Bionic research lab
POWER